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# Map of Polyarnoye (Polyarnyy)

#### Legend.

- A Main Staff of the Northern Fleet with operations section. A four-story building.
- B Staff of the sea-district control (OWR).
  - a. Barracks.
  - b. Staff building.
  - c. Small wooden dwelling houses.
  - d. Radio station.
- C Staff of the fortification district of Murmansk (Mur). A four-story brick building.
  - a. Staff building.
  - B. Parracks of headquarters company and signal battalion.
- D Underground command post of Mur, six or seven rooms, size about  $12 \times 12$  meters.
- E Staff building.
  - a. Political section of the Northern Fleet.
  - b. Special section of public prosecutor to the Northern Fleet.
- F. Radio Station of the Northern Fleet.
- G. Underground command post of the Northern Fleet. The shore forms a steep slope and eight entrances lead into it from the main landing place. No 1 entrance leads straight to the command post of the staff, the seven others lead to the underground depots. The command post consists of two large, long halls, each of which is subdivided by rartitions into 10 or 12 rooms.
- We observation and signal station (Snis) and command post of antiaircraft defense of the south shore.
- J About 70 cantonment buildings serving as quarters for:
  - 1 Meadquarters battalion of the Morthern Fleet.
  - 2 Reserve companies of the Morthern Fleet.
  - 3 Engineer battalion of Mur.
  - 4 Construction Battalion of Mur.
  - 5 Chemical Warfare company of Mur.
- K Ordnance depot for rifles, pistols, machine guns, submachine guns and appropriate armunition. Replacement motor vehicles with searchlights and similar equipment are also there. Cas test room.
- L Unidentified underground depots.
- M Underground command post of First Submarine Prigade and ration-supply administration of the Morthern Fleet.
- N Organizational construction administration of the Northern Fleet (ORSU).
- O Garrison commander's office of Polyarnoye with administration, main guard and prison.
- P Clothing and ration supply depots with 45 to 60 two-and-three-story wooden warehouses.

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### Non-Military Objects.

- I House of the Red Army and Mavy: Theater, cinema, in the basement is the printing office of the Moryak Severa (sailor of the north) newspaper.
- II Provisional stadium. A large stadium will be built in the SW portion of the area of Novoye Polyarnoye (7) (New Polyarnoye).
- III Water pumping station.
- IV Bathing establishments and laundry.
- V School with seven classes.
- VI Officers Mess or Recreation Center.
- VII Naval Hospital.
- VIII Meteorological statioh.
  - IX Yacht club.
  - X Pier for non-military steamer traffic from Murmansk.
  - XI House for leading personalities. This is the largest house in Polyarnoye and is called "The Circular House" because of hts shape.

### Piers (Landing Stages)

- l'ain pier, a solidly built wooden structure, 800 to 900 meters long, usable for any vessels, including battleships.
  - a. Port commander's building.
  - b. Water, fuel and light connections.
- 2. OWR pier, usable for vessels ranging up to destroyers.
- 3. Light wooden landing stage for cutters.
- 4. Light wooden landing stage for cutters and auxiliary vessels of the Yur for supplying the batteries, usable for vessels up to 200 tons.
- 5. Landing piers for submarines, equipped with supply installations.
- 6. Depot wharf (a pile structure).

## Town Dist.ict.

- 7. Movoye Polyarnoye was still in the process of being built in 1947. It is made-up of three-story houses of wood.
- 8. Staroye Polyarmoye (Old Polyarmoye) is the former workmen's settlement of Alksandrovsk. 120 to 150 peasant houses. At present officers and reculisted men live there.
- 9. Road to Sayda-Cuba, 18 km, poor condition for motor vehicle traffic.
- 10. Road to Delokamennaya, 18 km, not very suitable for motor vehicles.
- 11. Road to the underground torpedo depots.

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Objects whose location is not known exactly.

Main power station.

Antiaircraft gun positions around Polyarnoye and on Polyarny Island.

Airfield.

The new railroad and the station Polyarnaya (it may be assumed that the deadend of this line is somewhere near the Town Cremnander's Office)(0).

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